

# Blazing Dragons FAQ/Walkthrough

by OTACON120

Updated to v1.0 on May 13, 2003

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Blazing Dragons  
for PSX (Sony Playstation)  
FAQ/Walkthrough  
by OTACON120

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\*\*NOTE\*\* That is the letter O at the end of MY AIM s/n, not the number 0.

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Date of Release: 5/13/03

Last Update and Current Version: 5/13/03 - v 1.0

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I. Foreword

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Blazing Dragons was originally released on the Sega Saturn

Just as in "Discworld", a game of with similar point-and-click gameplay, This game is FULL of linearity, with little exploration. The only thing a little different between the two games is that Blazing Dragons has several little, yet slightly amusing and entertaining, minigames. These take a bit of skill, but definitely add a bit of freshness to the genre.

<><>WALKTHROUGH FORMAT<><>

For those of you who have read or used my "Discworld" walkthrough, you will notice that this walkthrough is done in EXACTLY the same manner.

Any reference to direction (Up, right, down, left) is in reference to that direction on the screen. For example, if the walkthrough says "Go left", then you should go to the left side of your TV SCREEN, not necessarily to Flicker's left.

<><><><><><><><><><><>

Any items capable of being picked up will be in all caps, LIKE THIS.

Now let's do this!

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II. Walkthrough

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Camelhot Castle: Flicker's Room  
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After awaking in Flicker's Room, grab the TAIL WARMER on Flicker's bed, then go down to the table and take the INVENTION BOOK and JAR. Leave your room.

\*\*\*\*\*  
Camelhot Castle: Upstairs Hallway  
\*\*\*\*\*

Take the CANDELABRA to your immediate right. Make note of the open doorway. It leads to the library, but ignore that for now. Head down and left to the end of the hallway.

\*\*\*\*\*  
Camelhot Castle: Chamber of the Square Chamber  
\*\*\*\*\*

Watch the short scene. After it ends, you appear in the kitchen.

\*\*\*\*\*  
Camelhot Castle: Kitchen  
\*\*\*\*\*

First, head to the sink at the upper-right side of the room and take the MOP. Now, take the CANDELABRA from your inventory and use it on the steaming kettles on the stove to the left. The princess will then come in and a short conversation will commence. How nice. Let's continue. Now take your TAIL WARMER out of your inventory and use it on the CANDELABRA. Now take the MOP out of your inventory and use it on the spinning cup rack. Nicely done! You've just created one of the earliest forms of the automatic dishwasher! ^\_^ After Flicker has his little celebration speech, the chancellor comes in asking about the invention. After this conversation ends, leave the kitchen.

\*\*\*\*\*  
Camelhot Castle: Chamber of the Square Table  
\*\*\*\*\*

Of the four exits in this room, take the right-most door.

\*\*\*\*\*  
Camelhot Castle: Royal Hallway  
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In this hall, take the left door at the end.

\*\*\*\*\*  
Camelhot Castle: King Allfire's Room  
\*\*\*\*\*

Grab the MAGAZINE on the bed. It's an issue of "Monarch Quarterly". Now go to the bench at the top of the room, under the picture, and take PIPECLEANER. Exit the room.

\*\*\*\*\*  
Camelhot Castle: Royal Hallway

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Take the door on the other side of the hall (it has a picture of Elvis as a dragon on the door).

\*\*\*\*\*

Camelhot Castle: Princess Flame's Room

\*\*\*\*\*

After being scolded by Princess Flame for not knocking before entering, grab the blue BOTTLE of "Hair Club for Dragons" on the fireplace on the right side of the room. Exit the room.

\*\*\*\*\*

Camelhot Castle: Royal Hallway

\*\*\*\*\*

Exit the hallway and return to the Chamber of the Square Table.

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Camelhot Castle: Chamber of the Square Table

\*\*\*\*\*

Take the only exit you haven't been to yet, the second door from the right.

\*\*\*\*\*

Camelhot Castle: Entrance Hallway

\*\*\*\*\*

Talk to the information lady whom is at work knitting something. When prompted, say "I need help!" and you will be given a SEMI-ENCHANTED MAP. To quote the woman, "It will show you where you want to go, even if you don't know you want to go there! Either use the SEMI-ENCHANTED MAP in your inventory or simply use the castle entrance. Either way, you are taken to the world map screen. Go to the bottom location, the home for the Grimly Insane.

\*\*\*\*\*

Home for the Grimly Insane

\*\*\*\*\*

When you first step in here, you will notice the balding Rapunsel (She says her full name is Rapunsel Yablanowitz. o.o) standing outside in a fit of rage, attempting to keep her hair from growing back. She also has a thick accent, which adds to the humor. Grab one of the MAGIC BEANS on the ground, and then use the BOTTLE of "Hair Club for Dragons" on Rapunsel. After she cuts it off, grab her HAIR from the ground. After that, talk to Rapunsel and she will trade you her SHEARS for the BOTTLE of hair tonic. Go back to the World Map screen, and go to the Stadium, which is their little village-looking place right next to the home for the Grimly Insane.

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Arena Village

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Go to the left and pass under the archway labeled "Arena".

\*\*\*\*\*

In Front of The Arena

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Take the PIPECLEANER from your inventory and use it on the royal termite mound. Now head down the path with the sign that says "Practice Range ->" to go to just that: the practice range.

\*\*\*\*\*

The Arena: Practice Range

\*\*\*\*\*

Here, you will be challenged to play the minigame. Simply knock out all of the

enemy cut-outs that pop up by slinging the cat at them with the catapult.  
When you finish the minigame, take the CAT from the catapult.  
Now, head back to the castle and go to Princess Flame's room.

\*\*\*\*\*  
Camelhot Castle: Princess Flame's Room  
\*\*\*\*\*

Talk to the princess, and when prompted, ask her, "Do you have any more advice about becoming a knight?" She will offer you a kiss, but Flicker tries to catch the kiss but fails, most likely because his attempt to catch the kiss looked more like an obscure interpretive dance. To catch the kiss, use the JAR on the princess. Now let's head back to the home for the Grimly Insane.

\*\*\*\*\*  
Home For The Grimly Insane  
\*\*\*\*\*

After the short interrogation, use the termite-covered PIPECLEANER on the piper, and after the connotation he throws, Flicker will untie Sir Burnavere, and you will be rewarded with a RIBBON. After that, use the JAR on the naked dude who thinks he's a frog prince. After the transformation, take the FROG. Now let's head to Tranquil Pool of Water, just northeast of the Castle.

\*\*\*\*\*  
Tranquil Pool Of Water  
\*\*\*\*\*

Sir Blaze is here, and is in love with his reflection (a la the Greek myth of Narcissus). Use the FROG from your inventory on the frog on the right side of the screen to cure Sir Blaze's narcissism. Sir Blaze gives you a mirror for your reward of saving him from narcissism. But he has another 30 crates in his boudoir.... I smell irony! Anyways, let's head to the back side of the castle.

\*\*\*\*\*  
Garden Behind Camelhot Castle  
\*\*\*\*\*

Sir Gasflame is yet again the victim of his own bad sight. He is attacking the wrong castle, and is yelling threats at King Allfire! Use the MAGIC BEAN in the garden next to Sir Gasflame to cure this problem. As a reward, you still aren't a squire, but you DO get some COAL, and you learn that the last night left, Sir Loungealot, is looking for a squire. To the woods!

\*\*\*\*\*  
The Woods  
\*\*\*\*\*

Grab the PITCHFORK from the hay bale, then follow the trail up to the next screen.

\*\*\*\*\*  
The Woods: Black Dragon Field  
\*\*\*\*\*

Sir George and his men are working on the Black Dragon -- yes, working on the Black Dragon. The Black Dragon is a machine! Let's fix this problem. Use the CAT from your inventory on Sir George's dog. They hop into the Black Dragon and cause it to roll down the hill, over Sir Loungealot, and out of the woods. When you get to Sir Loungealot, and when prompted, ask him, "On a mission like this your wear chain mail?" This question intrigues Sir Loungealot to take you on as his squire. He then gives you the SOAP for his undergarments.

\*\*\*\*\*  
Camelhot Castle: Chamber of the Square Table  
\*\*\*\*\*

A lengthy meeting goes on here between the king and the knights. After it is over, you are asked to watch the princess.

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Camelhot Castle: Princess Flame's Room

\*\*\*\*\*

The princess wants to run away, and is in the process of packing her bags. All you can do for now is use the HAIR on the window. The chancellor comes in and, in the process of conversation, steals your inventory bag! Let's head for the Chancellor's room. It's the door on the left in the Entrance Hallway.

\*\*\*\*\*

Camelhot Castle: Chancellor's Room

\*\*\*\*\*

After some conersation, and some problems with the mail-service (isn't that the truth? j/k, for all you postal workers ^\_^), you get your inventory bag and everything in it back, save the dishwasher page of your INVENTION BOOK. Now, grab the STAMPS of the birds from the counter that the chancellor was standing behind, and then grab the CRACKERS next to the birdcages. Finally, take a look at the book on the counter. "Crushing the Will of the Weak with no Remorse"; cozy, eh? Remember waaay back at the beginning of this walkthrough when I told you to note the location of the library? Here's why: we're going there now.

\*\*\*\*\*

Camelhot Castle: Library

\*\*\*\*\*

Come in and talk to the Librarian, whom is hard of hearing (maybe she and Sir Gasflame should hook up, eh? ^\_^), and when prompted, say the following things:

- 1.) "I need help finding a book."
- 2.) "'Crushing the Will of the Weak with no Remorse!'"

When the librarian leaves to get the book, take her DUSTER, and then talk to the Trivet the Jester, who is reading a book. When prompted, say the following:

- 1.) "What are you doing?"
- 2.) "Okay, but nothing too weird."
- 3.) "Yes! Make me a princess."

Flicker is then hypnotized into thinking he is Princess Flame. After totally making an embarrassment of yourself, return to the library and get your revenge on Trivet by using the MIRROR on him. We've almost got him back; but he demands to be in proper attire.

Let's head back to Princess Flame's Room.

\*\*\*\*\*

Camelhot Castle: Princess Flame's Room

\*\*\*\*\*

Not much to do here; just grab Princess Flame's SUITCASE and the SHEET on the bed, and return to the library.

\*\*\*\*\*

Camelhot Castle: Library

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Use the SUITCASE on Trivet the Jester, laugh at him in your mind, then head to the area in front of the arena.

\*\*\*\*\*

Arena Village

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Use the PITCHFORK next to the statue, and then take Lance the MOLE, who runs into it. Now walk over to the depressed dragon running the Pizza Stand. Use the DUSTER on him, and gran his PIZZA PADDLE. Go to the area where you saw the first Black Dragon -- we have an item to pick up.

\*\*\*\*\*

The Woods: Black Dragon Field

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Here, just grab the BONE that the dog dropped when you were first here. Now go to the new woods near the top of the map, to see that the dodo's having some problems.

\*\*\*\*\*

The New Woods

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The dodo's pinned down by a crazy hick/redneck hunter. Let's head back to the library and help the poor bird out.

\*\*\*\*\*

Camelhot Castle: Library

\*\*\*\*\*

See the bulletin boards left of the door? Let's take a look at it. Are you thinking what I'm thinking? Whether you are or not, I'm telling you anyways: help out the dodo by using the DODO STAMP on the endangered species list, making it illegal to hunt dodo's Now do you get it? Of course! Let's head through the new woods and into the town.

\*\*\*\*\*

Manlandia Village

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Use your COAL on the angry peasants to burn up their Sir George dummy. After they leave, take the HEAD and WOODEN PADDLE from the ground. Head into the juice pub to your right.

\*\*\*\*\*

Manlandia Village: 'The Only Good Dragon Is A Dead Dragon' Juice Pub

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When you walk in, the hyper bartender asks you if you're from the employment agency. When prompted, say "I'll accept the job." Exit.

\*\*\*\*\*

Manlandia Village

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Talk to the baseball player standing on the left building and he will say he is not thirsty, yet strangely he is not hungry, not having eaten for a week because of work. Hm. Give him the CRACKER to change that. Head back into the pub.

\*\*\*\*\*

Manlandia Village: 'The Only Good Dragon Is A Dead Dragon' Juice Pub

\*\*\*\*\*

Grab some PRUNES from the bowl in front of the drunk monks, who are (I assume) strangely breaking their oath of silence. Now head over to the big man's table and attempt to grab his COMICS. When prompted, ask "What's the big deal?" You will begin a dance contest.

It's very simple, really. Simply press whatever button explodes on the neon

Playstation controller in the background.

I'm pretty sure the dance is the same every time. If it is not, PLEASE let me know. Here are the steps to the dance for each round:

ROUND 1:

Square - X - Circle - Triangle - R1 - L1 - X - Square - L1 - R1 - Triangle - Circle

ROUND 2:

Square - Circle - Square - Circle - L1 - R1 - Triangle - Circle - L1 - R1 - Circle - X

ROUND 3:

Circle - X - Square - Triangle - R1 - L1 - R1 - L1 - Triangle - L1 - R1 - Triangle - Circle - X - Square - L1 - R1 - X

After you win, take the COMICS and exit the pub.

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Manlandia Village

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Head up the path to the castle.

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Castle Grim

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Now, mix the PRUNES with the COMICS to get WRAPPED PRUNES, then use the RIBBON on the WRAPPED PRUNES to get the PACKAGE. Ring the bells, and when prompted, say every single thing you are able to say. After all that TMI (Read: TMI = Too Much Information), ring the bell again, and when prompted, say "I've got a delivery for Sir George." Give the guard the PACKAGE. When the moat empties, walk by the EEL flopping around and go to the back door.

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Castle Grim: Back Door

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Here, take the steps up to the bathroom.

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Castle Grim: Sir George's Bathroom

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George's servant is guarding his armor, which he says takes a fortnight to de-rust his armor after one of his accidents. More TMI. >.< Anyways, thee servant says that he must feel your face to ensure you are Sir George (the servant is blind). You can use the head, but the servant basically says that you don't smell bad enough. Head back to Manlandia illage.

\*\*\*\*\*

Manlandia Village

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Go left to the wagon with flies all around it. The wagon is full of manure. Perfect! Use the HEAD on the manure to capture that aroma that just screams "Sir George!". ^\_^ Go back to Sir George's bathroom.

\*\*\*\*\*

Castle Grim: Sir George's Bathroom

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Use the new, smelly HEAD on the servant to get Sir George's armor, and a can of RUST-B-GONE. Go back to the back door.

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Castle Grim: Back Door

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Go into the other doorway on the right to reach the main hall.

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Castle Grim: Main Hall

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The Black Dragon II - The Sequel is being stored here. Go down the stairs to the right of the door you entered in to go to Mervin's Lab.

\*\*\*\*\*

Castle Grim: Mervin's Lab

\*\*\*\*\*

Take the piece of PAPER on the table, and look at it, and then head back upstairs.

\*\*\*\*\*

Castle Grim: Main Hall

\*\*\*\*\*

Go to the wheel that controls the gate, and use it to close the exit. Now, use the PAPER on the guard in front of the Black Dragon II - The Sequel, and in the process beat the crap out of him and launch the Black Dragon II - The Sequel. When Mervin appears, sneak into his lab.

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Castle Grim: Mervin's Lab

\*\*\*\*\*

Use the BONE on the door that Princess Flame is locked behind. The dog will then bring you the keys to the cell, you get a kiss from Princess Flame, and the scene turns to Trivet, who is being "wooded" by Sir Loungealot. Laughing is allowed here.

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Camelhot Castle: Chamber of the Square Table

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After the conversation, you end up in the Entrance Hallway.

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Camelhot Castle: Entrance Hallway

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With nothing to do here for now, head to the new woods.

\*\*\*\*\*

The New Woods

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See the bear trap at your feet when you enter? Use the RUST-B-GONE on it. The scared, nervous, and grateful ant gives you a WHISTLE and tells you to blow it whenever you need the help of the ants. Head to the area in front of the arena.

\*\*\*\*\*

In Front of the Arena

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Use the MOLE on the dirt right under the right pole of the "Tournament" sign. Attempt to take the sign cleaners' STILTS, and when prompted, say "Eddie Ember from local 47 sent me." You will then be given the STILTS. Go back out Arena Village.

\*\*\*\*\*

Arena Village



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Use the SHEET on the corn to make a makeshift scarecrow, making the CORN grow. Take some corn, and note the last invention in your INVENTION BOOK. Go to the World Map Screen, and go to the place that the knights are trapped.

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Dragon Trap

\*\*\*\*\*

Talk to the knights. After that, go back to the map and head for the mines.

\*\*\*\*\*

Royal Jewel Mines

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Talk to the canary, and then use the MAGAZINE on the bird to put it to sleep. The knights think he has died of gases, leaving the mines free of humans. Grab some DUST from near the entrance, then go pick up the CANNISTER and PICKAXE from where the humans were. Go back to the Dragon Trap.

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Dragon Trap

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See the square in the ground? Walk into it to go underground.

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Dragon Trap: Underground

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Use the PICKAXE on the very top of the shaft there to get the PEG. Head back to the pub in Manlandia Village.

\*\*\*\*\*

Manlandia Village: 'The Only Good Dragon Is A Dead Dragon' Juice Pub

\*\*\*\*\*

Give the PEG to the baseball player, and he will give you his old BASEBALL BAT in return. Go to the World Map screen, and go to the lake with the Lady in it. I'm sure you understand where this one is going.

\*\*\*\*\*

Home of the Lady of the Lake

\*\*\*\*\*

As you walk in, you witness the capture of the Lady of the Lake by a hick/redneck fisher who seems to be related to the Dodo hunter... weird... I won't go into that.

Use the STILTS on the little stream to the right to cross over to the dryer. Take the sword out of the dryer, and then grab the OAR behind the dryer. Move up the little dirt trail a little bit, then try to grab the top of the dryer. This will change the setting of the dryer to "delicate". Place the CORN in the dryer, and when it comes back out, put the DRIED CORN in the CANNISTER. Head back to the Dragon Trap.

\*\*\*\*\*

Dragon Trap

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Use any of the flat, wooden objects on the knights to free the knights, and fulfill another of Flicker's inventions.

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Camelhot Castle: Chamber of the Square Table

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After another conversation, you wake up in Flicker's room.

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Camelhot Castle: Flicker's Room

\*\*\*\*\*

You woke up late on Tournament Day! This may not seem like the thing to do, but hurry down to the kitchen!

\*\*\*\*\*

Camelhot Castle: Kitchen

\*\*\*\*\*

Look up and left of the kettles, and you should find the TONGS. Take them. Rush to Castle Grim.

\*\*\*\*\*

Castle Grim

\*\*\*\*\*

Remember that EEL flopping around? Go pick it up using the TONGS. Now rush over to the Home of the Lady of the Lake.

\*\*\*\*\*

Home of the Lady of the Lake

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Toss the EEL at the fisherman to free the Lady of the Lake, and, despite what all you men (and possibly women) are tempted to say, you should say "Actually, what do you know about the Cave of Dilemma?" After that, go to the World Map screen and go to the waterfall between Camelhot Castle and the place you just came from.

\*\*\*\*\*

Cave of Dilemma

\*\*\*\*\*

When prompted, say either of the options, and then when you are ready, say "I'm ready for the challenges." There are four tests:

- 1.) The Test of Dexterity
- 2.) The Test of Strength
- 3.) The Test of Eye-Hand Coordination
- 4.) The Test of something a Wee-Bit Scary

It doesn't matter what order you take the tests in, so long as you finish them all. This walkthrough will give them in the order shown above.

<><><>The Test of Dexterity<><><>

Simply use the SHEARS on the hedgehogs, and get them all to spin at the same time. Easy, right? Right.

<><><>The Test of Strength<><><>

This one is also very simple. Just use the WHISTLE on the rock.

<><><>The Test of Eye-Hand Coordination<><><>

This one is a little harder, but simple still, and somewhat fun, with incredibly ingenious presentation and format.

Simply watch where the healthy rabbit goes, and only blink your eyes when the rabbits aren't moving, and when prompted, pick the correct rabbit.

<><><>The Test of Something-a-Wee-Bit-Scary<><><>

Now you have to kill the laundry monster! Hoohah! Use the SOAP on the laundry, and kill the cloud with the POWDER. Listen to that blood curdling scream almost

makes you feel sorry for it... almost....

Now, you're given a massive CUBIC ZIRCONIA. Head to the area in front of the arena.

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In Front of The Arena

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Go up to the area where the croud is, into the Arena.

\*\*\*\*\*

The Arena

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Flicker gives the King the CUBIC ZIRCONIA, and the commentators describe all the different events. Flicker beats Sir Gasflame at the log-rolling contest, and then you are pushed into a contest of thumb-wrestling with Sir Loungealot. Simply try and cover up Sir Loungealot's thumb and keep it down for a certain amount of time... actually, if you don't know how to thumb wrestle, I don't know what to say to you.

To keep his thumb down, pin his thumb with the X button, then repeatedly tap the R1, R2, L1, and L2, buttons together. Do the same to get your thumb up from a pin. Whoever gets their meter full first is the one who wins that pin. If you were pinned, you get out of the pin. If you were pinning, you win the tournament. Simple, eh?

\*\*\*\*\*

In Front of the Arena

\*\*\*\*\*

The Black Dragon II has attacked! Head to the Practice Range!

\*\*\*\*\*

The Arena: Practice Range

\*\*\*\*\*

Place the CANNISTER on the catapult, grab the catapult, pull the tension on the catapult as far back as possible, and launch the CANNISTER at the Black Dragon II. The Black Dragon will "swallow" the CANNISTER and explode, leaving popcorn everywhere.

Sir George the Black Dragon will then suck Mervin, King Allfire, and Flicker into himself.

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Inside Mechanical Sir George the Black Dragon

\*\*\*\*\*

See the lever on the right side of the screen? Pull it! Mervin tells you not to pull too fast or George will blow up! That's exactly what we need! ^\_^ pull out your trusty CLICKER and use it on your lever to fake old Mervin out. He thinks the engine is messing up because you're fooling with the lever again. When Mervin tries to restart the engine, use the SHEARS on the cords.

Congratulations! You have officially completed BLAZING DRAGONS! Enjoy the slightly humorous credits!

Now, see if you can play through the game again WITHOUT a walkthrough! Good luck!

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III. Updates

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5/13/03 - v 1.0 - First release of the walkthrough. I got the inspiration to do this walkthrough while playing "Kwirk" on GameBoy (which I am also working on a walkthrough of at the moment). As I was organizing my FAQ files on my computer, I noticed my Discworld walkthrough, and it made me wish I had another point-and-click game to play, because I simply loved playing Discworld, and loved doing a walkthrough for it EVEN MORE. Then I remembered BLAZING DRAGONS, thus starting my inspiration to put Kwirk on hold to do a Blazing Dragons walkthrough, and here it is!

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IV. Credit  
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N/A

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V. Legal Info.  
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VI. Closing  
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I LOVE this game, and the setting and humor of this game make it an absolutely WONDERFUL experience on the first time through. I hope this walkthrough has helped you get the full experience from this little gem. And remember:

"I feel bad enough having taken one. Any more and I couldn't live with myself, and if I couldn't live with myself I'd have to find a roommate because there's no way I could afford to pay rent all by myself."

--- Flicker, on stealing.

(This quote is activated by attempting to take a second pipecleaner from the King's bench in his room.)

If you wish to see some of my other work on GameFAQs (Other FAQs, Reviews, Codes, ETC.), check out my Contributor Recognition Page:

<http://www.gamefaqs.com/features/recognition/7272.html>

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~ _____ ~
| Cowards die many times before their deaths; | --- Julius Caesar,
| The valiant never taste death but once.    | "The Tragedy of Julius
~ ----- ~          Caesar"
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